PHILIPS VIDEOPAC 29

Dam buster
Dämme sprengen
Le mur magique
La supertrincea
Spræng dæmningen
Energijakten
El revientapresas
O demolidor de barragens

PHILIPS

ENGLISH

Dam buster

Read these instructions carefully before you start playing!

First press "RESET", then press key 0 and watch what happens on your television screen. The computer demonstrates both varieties of the Dam Buster game for you.

The basic principle
On the top half of your screen you see a dam, consisting of four layers of nine large blocks each. Each layer is a different colour, from top to bottom: red, yellow, blue and pale green. In the centre of each layer there's a maintenance worker; they have to try and keep the dam intact while the opponent is trying to shoot a hole through the dam (Dam Buster 1) or destroy it completely (Dam Buster 2).

The attacking party
A projectile comes from the general direction of the dam, moving towards the bottom of the screen. There, in the centre, is a movable shield. If the projectile hits that shield, it will bounce back towards the dam. When it hits the dam, it will destroy one or more blocks. The attacking party controls the position of the shield.

The defending party
The other player controls the maintenance workers with his handset (see diagrams for full details). To restore the damage, the maintenance workers first have to move to either side of the dam to gather energy and collect building materials. You can easily see when they're ready for action because they are literally blazing with energy.

When a hole has been shot in one of the layers of the dam, the workers have to rush over and fill that hole as quickly as possible.

Choosing your game
The computer demonstrates both varieties of Dam Buster. When it plays Dam Buster 1, you will see "PRESS 1". After a short while the game pattern changes and the text will read "PRESS 2" This means that the computer is demonstrating Dam Buster 2.

Playing Dam Buster 1
(1 or 2 players)

Press "RESET"
Next press key 0
then press key 1

The shield is first controlled by the left handset while the right handset controls the maintenance workers.

The game starts when the operator of the left handset presses the action button. That's when the first projectile appears.

The operator of the right handset has to move his maintenance workers to either side to properly prepare them for the task that's ahead of them. Be careful however. When they step into a hole in the dam or when they get hit by a projectile while rushing back to the side, they will float down slowly and disappear from the screen temporarily.

The player operating the shield can control the direction of his projectile. When it touches the shield on the lefthand side, it will bounce back towards the left. The angle depends on where it hits the shield. The same goes for the righthand side of the shield. If he misses completely, he has to press the action button of his handset to make a new projectile appear.

It's up to the attacking party to try and shoot his projectile through a hole in the dam, destroying one or more blocks every time he hits the dam. He has 90 seconds to try and do so. The computer keeps track of the time. When the game is over, the next round starts immediately with the functions of the handsets changing.

Only the attacker can score. The winner is the player who succeeds in penetrating the dam in the shortest time.

See diagrams for further details.

Playing Dam Buster 2
(1 or 2 players)
Press "RESET"
Next press key 0
then press key 2

The main difference with the previous game is the projectile. It penetrates right through the entire dam and bounces back from the top of your screen, leaving a path of destruction and keeping the maintenance workers busy. To compensate for the devastating effect of the new projectile, they move at double speed.

The object of the game is to try and demolish as many blocks in the dam as you possibly can with the 60 second time limit of this game variety. The computer keeps track of the time and also indicates how many blocks of the dam are intact throughout the game.

After a game had been completed, a new one starts automatically. Now the other handset gets a chance to try his skill with the shield, while his opponent has to try and keep the dam intact as well as he can.

Winner is the player who has succeeded in destroying most blocks within the 60 second time limit or... has managed to destroy the entire dam in the shortest possible time.

See diagrams for further details.

Playing Dam Buster alone

Both Dam Buster games can also be played by one player, against the computer:

First press "RESET", next press key 0

Then press key 1 if you want to play Dam Buster 1 or press key 2 if you want to play Dam Buster 2.

To start the game, press the action button on the left handset and start maneuvering the platform. The computer will automatically play the part of your opponent. When the playing time is up the computer will take over the attack, while it's up to you to defend and restore the dam.

Each time a game is finished, press RESET, 'SELECT GAME' is shown on the screen. Now:

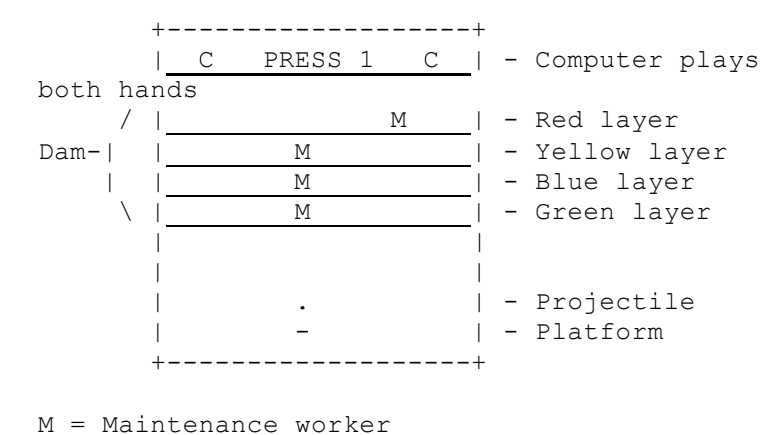
(a) Select another game.

Or (b) Select another Videopac.
Remove existing Videopac by placing one hand next to it, and pulling handle upwards.
Replace Videopac in its box. Refer now to instructions for Use of the next Videopac.

Or (c) Plug aerial back into TV, and unplug the Videopac Computer from the mains.

Check procedure

If you suspect a fault in the equipment follow this procedure (with a Videopac installed).
Press RESET. The TV will emit a short sound, and 'SELECT GAME' should appear on your TV screen. If not, ensure that the equipment is set up properly as detailed in the Instructions for Use (both of the equipment, and of the Videopac used). If the fault remains, take both the equipment and Videopac to your dealer.



M = Maintenance worker
Press 1 for first game variety, press 2 for second game variety.

Dam Buster 1

```
+--------------------+  - = Left handset operates
platform
|- ??     00     ?? M|<
|_____________M      |  M = Right handset operates
maintenance workers
|_______M____________|
|_______M____________|  ?? = Best performance
left/right handset
|_______M____________|       (in seconds)
|                    |  00 = Timekeeping
|                    |
|        .           | - Projectile
|        -           | - Platform (operated by
left handset)
+--------------------+
```

Start of game
Attacker (left handset) has to try and shoot his projectile through the dam within 90 seconds.
Maintenance workers (operated by right handset) have to try and keep dam intact.

Left handset at start of game
Press action button for projectile

Left Right Move platform with joystick

Right handset at start of game

Move maintenance w orkers in bottom row (green)

Move maintenance w orkers in blue row

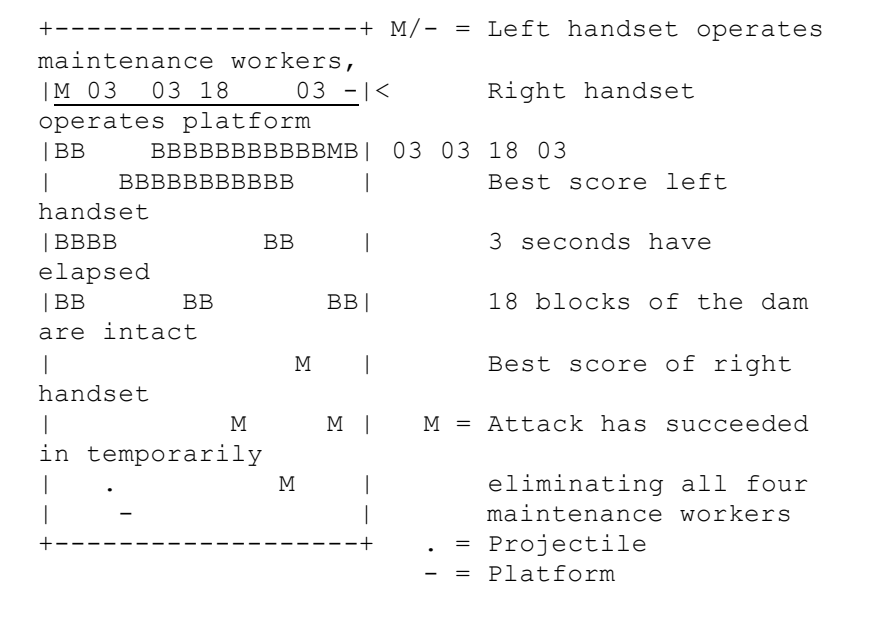
Move maintenance w orkers in yellow row

Press action button and move joystick to activate maintenance w orker in top row (red)

Dam Buster 2

```
                          Left handset first to
operate
+-------------------+  platform and attack
|- ??   00 36   ?? M|<
|_____________M     |  Right handset first to
direct
|_________M         |  maintenance workers
|_________M         |
|_________M         |  ?? = Best performance
left/right handset
|                   |  00 = Timekeeping
|                   |  36 = Dam completely intact
with 36 blocks (9x4)
|         .         | - Projectile
|         -         | - Platform
+-------------------+
```

Start of game
The objective is to try and destroy as much of the dam as you possibly can when attacking


+------------------+ M/- = Left handset operates maintenance workers,
|M 03 03 18 03 -|< Right handset operates platform
|BB BBBBBBBBBBMB| 03 03 18 03
| BBBBBBBBBB | Best score left handset
|BBBB BB | 3 seconds have elapsed
|BB BB BB| 18 blocks of the dam are intact
| M | Best score of right handset
| M M | M = Attack has succeeded in temporarily
| . M | eliminating all four
| - | maintenance workers
+------------------+ . = Projectile
- = Platform

Game situation
Both players have so far succeeded in destroying all but 3 blocks. In the current game operator of left handset has destroyed 18 blocks

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